MAY 2021 VOLUME 31

GPOSERS

ジーポーザーズ



Type 30

GPOSERS

CREDITS



MAROT SATIL



KUPAII SATIL



LEEJA LLEN



HIZURIDA



YOMIGAMI OKAMI



SERENAYA CARRIN



FREYJA BLUE



HATASH HYRUNASHI



JC



LILAC MOON



MEIA

FINAL FANTASY is a registered trademark of
Square Enix Holdings Co., Ltd.
FINAL FANTASY XIV © 2010 - 2021
SQUARE ENIX CO., LTD. All Rights Reserved.

© 2010 - 2021 SQUARE ENIX CO., LTD. All Rights Reserved.
NieR, Nier Reincarnation, NieR Replicant, NieR Gestalt,
NieR:Automata, and Drakengard are registered trademarks or
trademark of Square Enix Co., Ltd.



MELON



VOCKA
VICTORIA



YAE



YULIA
ROSE



KIYO
MOLKOH



MIMIKI
MIKI



GRIM



KHANTYER
DOTHARL



MISIA
KITAMI



MIYA



TOMAMO
MAI



VARINIA
AUDA



OSHEA
HAITEI



TACHI



MINTY
GREYWOODE



STRAWBERRY
SUNDAE



UCHU
SUZUME

FOR THE GLORY OF GPOSE

Check out our recruitment page!

TABLE OF CONTENTS

001.
Social Media
ソーシャルメディア
SNS

003.
Community Collection
コミュニティ・コレクション
커뮤니티 컬렉션

015.
Community Couture
コミュニティ・クチュール
커뮤니티 양재

065.
NieR Automata: A Review
レビュー: ニーア オートマタ
니어 오토마타: 리뷰

079.
Eorzea Collection's Finest
今月のエオルゼア・コレクション
최상급 에오르제아 컬렉션

087.
Leeja's Housing Corner
Leejaのハウジング・コーナー
Leeja의 하우징 구석

101.
Artist Showcase
アーティスト・ショーケース
예술가 쇼케이스

109.
Birthday Monthly
今月の誕生日
이번달의 생일

111.
Hidden Gems
隠れた名所
숨겨진 보석

119.
Misia's Tomestones of Poetics
ミサイヤのトームストーンポエム
미사야의 알라그 석판: 시

127.
Staff Introductions
スタッフのプロフィール
스태프 소개



gposers

THANK YOU
DISCORD NITRO BOOSTERS

Ruri Valeth
Serenaya Carrin
Leeja
Skyler Crow
Celesta
S'enne Greywoode
Messy Fantasia
Lilith Lovecraft
Stardust
KHAN YI
Cedira
Kiyo Okochi
Iris Valeth
VergilUrizen
Glen Kuroe
Alma Emma
Syntress
Lawless_Edrakerz
Akuro Nakamori
Kiggles
Hedwyn
Kinsara
V'yanda
Moh
Ajisai
Kusattsuki
Yomi
Audrey Belrose
Crancky
Aegis
Packetdancer

Leaon
Nemui
Yulia
Arsinic
Yuki Eno
Makenshi
Shizaho
Alynnara
Dante Neko
Kiyoko
AustralianZombie
Luxily
iso33
Cod "Home" Mizuki
Glitter
Tomamo Mai
Cirinini
Zeekun
Kritti Paws
Azena



SUPPORT AND BOOST US
DISCORD
FOR MONTHLY REWARDS!!!!

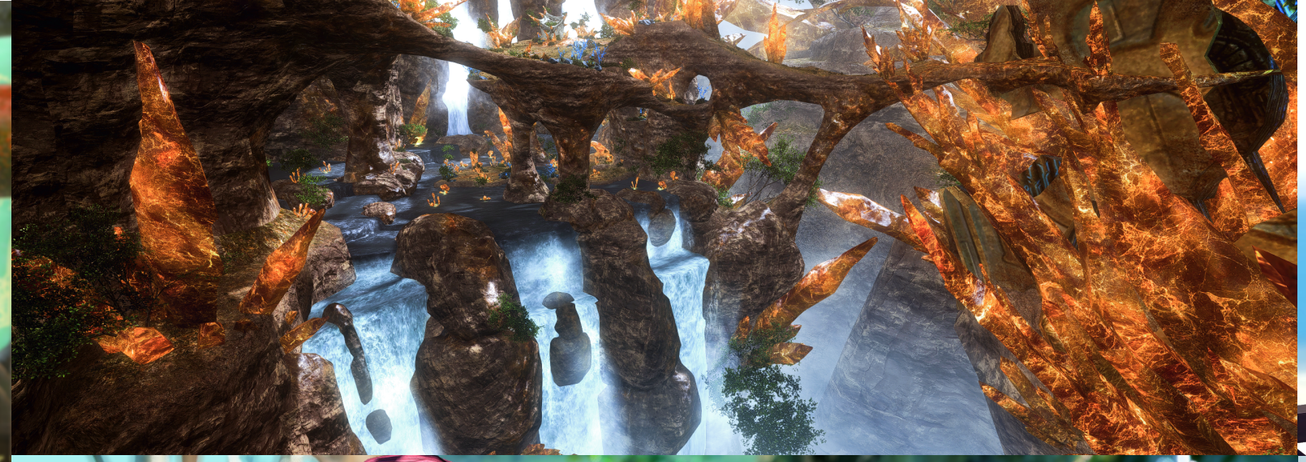
CHECK OUT OUR WEBSITE! @
WWW.GPOSERS.COM

FOLLOW US ON SOCIAL MEDIA!

Community: Collection

gposers







gposers















gposers

gposers

FINAL FANTASY XIV
ONLINE

FINAL FANTASY XIV
© 2010-2021 SQUARE ENIX CO., LTD. All Rights Reserved.

gposers



JOIN OUR DISCORD!

to share your *XIV Experience* with us!

Type 30

GPOSERS

COMMUNITY COUTURE

gposers

A HELPING POD

MAY 2021 017

GEAR LIST
FOR A HELPING POD

MAIN HAND: DWARVEN LIGNUM CANE
Obtained: Crafted (CRP Lvl. 78) / Tholl Junkmonger - Kholusia - Tomra (44,283 Gil)

HEAD: FLANNEL KNIT CAP
Dye: Metallic Orange
Obtained: Crafted (WVR Lvl. 60)

CHEST: WINTER SWEATER
Dye: Goobbue Grey
Obtained: Crafted (WVR Lvl. 66)

GLOVES: HEMPEN HALFGLOVES
Dye: Metallic Orange
Obtained: Crafted (WVR Lvl. 2)

PANTS: SKYWORKER'S BOTTOMS
Dye: General-purpose Jet Black
Obtained: Enie - The Firmament (2,000 Skybuilder Scripts)

SHOES: ANEMOS EXPEDITIONARY'S BOOTS
Dye: General-purpose Jet Black
Obtained: Eureka Anemos Lockboxes









gposers



ANDROID DRAGONSLAYER

GEAR LIST
FOR ANDROID DRAGONSLAYER

MAIN HAND: ALEXANDRIAN METAL SPEAR
Dye: Snow White
Obtained: Alexander - The Soul of the Creator (Savage)

HEAD: YORHA TYPE-53 HEADBAND OF MAIMING
Dye: General-purpose Jet Black
Obtained: The Puppets' Bunker

CHEST: VOEBURTITE JACKET OF MAIMING
Dye: General-purpose Jet Black
Obtained: Dohn Mheg

GLOVES: MOLYBDENUM ARMGUARDS OF MAIMING
Dye: General-purpose Jet Black
Obtained: Crafted (ARM Lvl. 69) / Muto - Kugane (21,760 Gil)

PANTS: GYUKI LEATHER TROUSERS OF MAIMING
Dye: General-purpose Jet Black
Obtained: Crafted (LTW Lvl. 62) / Muto - Kugane (34,630 Gil)

SHOES: SKALLIC BOOTS OF MAIMING
Dye: General-purpose Jet Black
Obtained: The Drowned City of Skalla









gposers



AUTOMATED GUNSLINGER

gposers



GEAR LIST
FOR AUTOMATED GUNSLINGER

MAIN HAND: REVOLVER OF THE WANDERER
Obtained: Storm Sergeant - Wolves' Den Pier (2,000 Wolf Marks)

HEAD: ELEMENTAL HAT OF AIMING
Dye: Kobold Brown
Obtained: Expedition Artisan - Eureka Pyros (40 Pyros Crystals)

CHEST: PAGOS SHIRT
Dye: Kobold Brown
Obtained: Eureka Pagos Lockboxes

GLOVES: RAKSHASA TEKKO OF AIMING
Dye: Kobold Brown
Obtained: Crafted (LTW Lvl. 70)

PANTS: BOZJAN POLEYNS OF AIMING
Dye: Kobold Brown
Obtained: Resistance Supplier - Bozjan Southern Front (28 Bozjan Coins)

SHOES: ANEMOS EXPEDITIONARY'S BOOTS
Dye: Kobold Brown
Obtained: Eureka Anemos Lockboxes


gposers





COLOR OF SIN



GEAR LIST
FOR COLOR OF SIN

MAIN HAND: TREMOR KNUCKLES
Obtained: Crafted (ALC Lvl. 50)

HEAD: SCION ROGUE'S BANDANA
Obtained: The Resonant (Main Scenario Quest)

CHEST: FACET CYCLAS OF STRIKING
Dye: Deepwood Green
Obtained: Crafted (LTW Lvl. 80)

GLOVES: SWALLOWSKIN GLOVES OF STRIKING
Dye: Bark Brown
Obtained: Crafted (LTW Lvl. 78) / Tholl Junkmonger - Kholusia - Tomra (24,355 Gil)

PANTS: INDIGO RAMIE SAROUEL OF STRIKING
Obtained: Crafted (WVR Lvl. 70)

SHOES: REBEL BOOTS
Dye: Bark Brown
Obtained: Crafted (LTW Lvl. 80)

EARRING: GREEN MOTH ORCHID CORSAGE
Obtained: Crafted (ALC Lvl. 73)

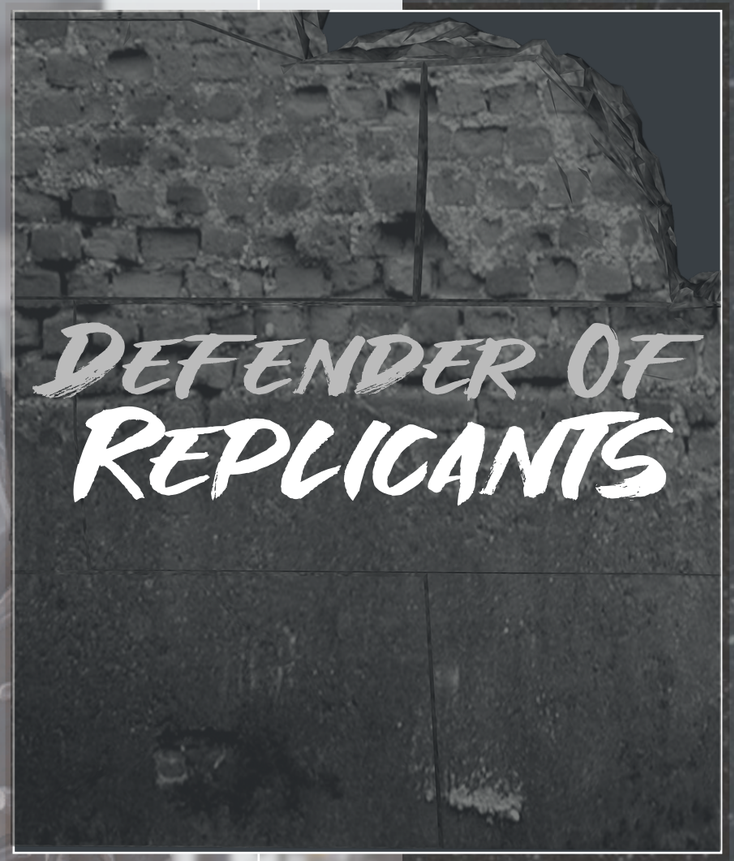






gposers





Defender Of Replicants

gposers



GEAR LIST
FOR DEFENDER OF REPLICANTS

MAIN HAND: BLUNT GOBLIN LONGSWORD
Obtained: Junkmonger - Upper La Noscea - Jijiroon's Trading Post (2,862 Gil)

OFF HAND: RUSTING SCUTUM
Obtained: Junkmonger - Upper La Noscea - Jijiroon's Trading Post (3,240 Gil)

HEAD: HEAD BANDAGE
Dye: Gobbiebag Brown
Obtained: Ant Juice (Sidequest)

CHEST: BOZJAN COAT OF FENDING
Dye: Loam Brown
Obtained: Resistance Supplier - Bozjan Southern Front (28 Bozjan Coins)

GLOVES: ZONURESKIN FINGERLESS GLOVES OF FENDING
Dye: Loam Brown
Obtained: Crafted (LTW Lvl.77) / Merchant & Mender - Amh Araeng - Twine (23,732 Gil)

PANTS: WOOLEN TROUSERS OF FENDING
Dye: Loam Brown
Obtained: Crafted (WVR Lvl. 47)

SHOES: GAGANASKIN LEG GUARDS OF FENDING
Dye: Loam Brown
Obtained: Crafted (LTW Lvl. 61) / Norlaise - Ishgard - The Pillars (19,994 Gil)

gposers







gposers

the END OF YorHa

BY THERMI THORUS OF MIDGARDSORMR



GEAR LIST
FOR THE END OF YORHA

MAIN HAND: ULTIMATE ALMACE
Obtained: Bertana - Idyllshire
(1 Colossus Totem)

OFF HAND: THE EMPEROR'S NEW SHIELD
Obtained: Gold Saucer Attendant - The Gold Saucer (100,000 MGP)

HEAD: THE EMPEROR'S NEW HAT
Obtained: Goberin - Western Thanalan - Vesper Bay (59 Gil)

CHEST: YORHA TYPE-55 JACKET OF FENDING
Dye: Pearl White
Obtained: The Tower at Paradigm's Breach

GLOVES: STRIFE GLOVES
Dye: Pearl White
Obtained: Veteran Reward (60 Days)

PANTS: NO.2 TYPE B LEGGINGS
Obtained: The Copied Factory

SHOES: HIGH SUMMONER'S BOOTS
Dye: Pearl White
Obtained: FFXIV Online Store







gposers



ESSENCE

BY NERO' NEKO OF HYPERION

MAY 2021 041



GEAR LIST
FOR ESSENCE

MAIN HAND: REVOLVER
Obtained: Shadowbringers
Collector's Edition

HEAD: FAR EASTERN SCHOOLBOY'S HAT
Dye: General-purpose Jet Black
Obtained: FFXIV Online Store

CHEST: YORHA TYPE-51 JACKET OF FENDING
Dye: General-purpose Jet Black
Obtained: The Copied Factory

GLOVES: NO.2 TYPE B GLOVES
Dye: General-purpose Jet Black
Obtained: The Copied Factory

PANTS: FAR EASTERN OFFICER'S BOTTOMS
Dye: General-purpose Jet Black
Obtained: FFXIV Online Store

SHOES: FAR EASTERN OFFICER'S BOOTS
Dye: General-purpose Jet Black
Obtained: FFXIV Online Store







gposers



NETWORK

LURKER

GEAR LIST
FOR NETWORK LURKER

MAIN HAND: NEO-ISHGARDIAN DAGGERS
Dye: Rust Red
Obtained: Crafted (BSM Lvl. 80)

HEAD: HEAD BANDAGE
Dye: Wine Red
Obtained: Ant Juice (Sidequest)

CHEST: AUGMENTED CRYPTLURKER'S CORSELET OF SCOUTING
Dye: Gobbiebag Brown
Obtained: Shee-Tatch - Eulmore (1 Cryptlurker's Corselet of Scouting, 1 Crypt Twine)

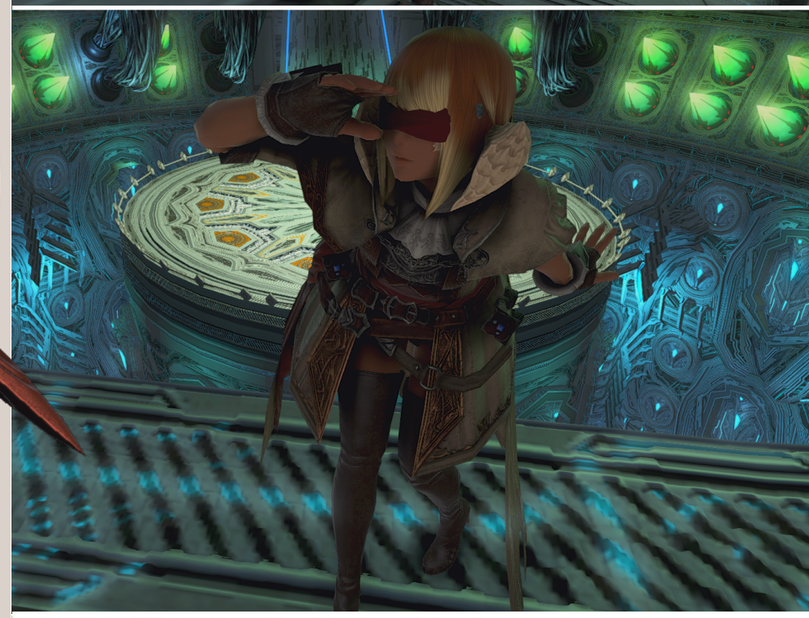
GLOVES: BOZJAN WRISTWRAPS OF SCOUTING
Dye: Kobold Brown
Obtained: Resistance Supplier - Bozjan Southern Front (14 Bozjan Coins)

PANTS: GHOST BARQUE BOTTOMS OF SCOUTING
Dye: Wine Red
Obtained: The Sirensong Sea

SHOES: NO.2 TYPE B BOOTS
Dye: Kobold Brown
Obtained: The Copied Factory









RENEGADE

BY VELLISSA SILVERSUN OF EXODUS



GEAR LIST
FOR RENEGADE

MAIN HAND: OKANEHIRA SHIN
Obtained: Doma Castle

HEAD: NO.2 TYPE B GOGGLES
Obtained: The Copied Factory

CHEST: YORHA TYPE-53
CYCLAS OF STRIKING
Obtained: The Puppets' Bunker

GLOVES: MOLYBDENUM
ARMGUARDS OF STRIKING
Dye: General-purpose Jet Black
Obtained: Crafted (ARM Lvl. 69) /
Muto - Kugane (21,760 Gil)

PANTS: IDEALIZED KASUGA
TSUTSU-HAKAMA
Obtained: Memoria Misera (Extreme)

SHOES: SKALLIC SHOES
OF STRIKING
Dye: General-purpose Jet Black
Obtained: The Drowned City of Skalla







gposers



the TACTICIAN

GEAR LIST
FOR THE TACTICIAN

MAIN HAND: BYAKKO'S ENSPIRITED CODEX
Obtained: Crafted (ALC Lvl. 70)

HEAD: NEO-ISHGARDIAN CAP OF HEALING
Dye: Pearl White
Obtained: Crafted (WVR Lvl. 80)

CHEST: LATE ALLAGAN COAT OF HEALING
Dye: Pearl White
Obtained: Storm Sergeant - Wolves' Den Pier (4,000 Wolf Marks)

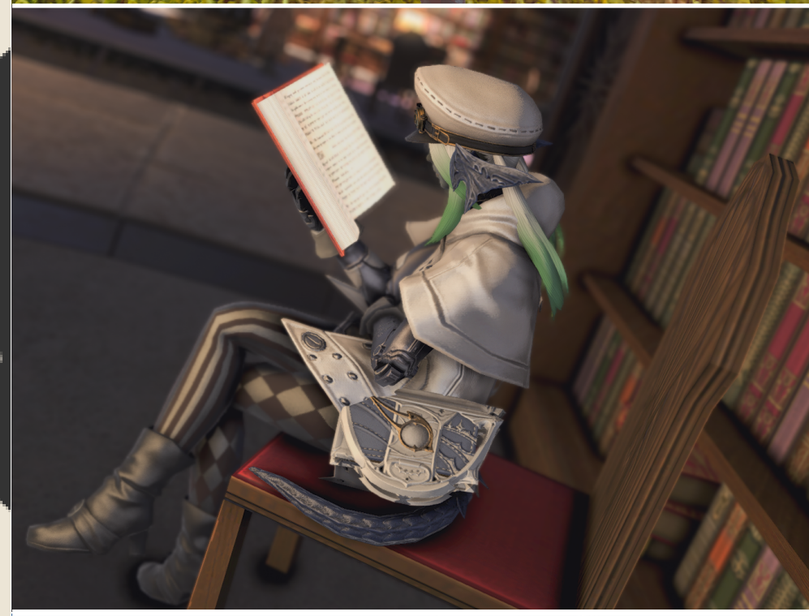
GLOVES: LATE ALLAGAN GLOVES OF HEALING
Dye: Gunmetal Black
Obtained: Storm Sergeant - Wolves' Den Pier (2,000 Wolf Marks)

PANTS: VALENTIONE FORGET-ME-NOT TIGHTS
Dye: Gunmetal Black
Obtained: FFXIV Online Store

SHOES: HIGH HOUSE HALFBOOTS
Dye: General-purpose Jet Black
Obtained: Crafted (LTW Lvl. 60)









gposers

The Flower



GEAR LIST
FOR THE FLOWER

MAIN HAND: DEEPGOLD BLADE
Dye: Soot Black
Obtained: Crafted (BSM Lvl. 71) / Itto - Kugane (39,744 Gil)

HEAD: WHITE BRIGHTLILY CORSAGE
Obtained: Crafted (ALC Lvl. 53)

CHEST: SCION ROGUE'S ARMGUARDS
Dye: Snow White
Obtained: FFXIV Online Store

GLOVES: VALENTIONE ROSE GLOVES
Obtained: FFXIV Online Store

PANTS: ROYAL SENESCHAL'S BREECHES
Dye: Snow White
Obtained: FFXIV Online Store

SHOES: COLLEGIATE SHOES
Dye: Soot Black
Obtained: FFXIV Online Store







gposers

the Observer



GEAR LIST
FOR THE OBSERVER

MAIN HAND: ANIMATED LUNARIS ROD
Dye: Bone White
Obtained: Anima Weapons Saga

HEAD: OBSOLETE ANDROID'S HAIRPIN OF CASTING
Obtained: The Tower at Paradigm's Breach

CHEST: OBSOLETE ANDROID'S HALFROBE OF CASTING
Obtained: The Puppets' Bunker

GLOVES: FALSE NAILS
Obtained: Madhura - The Fringes - Castellum Velodyna
(6 Ananta Dreamstaff)

PANTS: RAVEL KEEPER'S SLOPS OF CASTING
Dye: Dalamud Red
Obtained: The Qitana Ravel

SHOES: REBEL BOOTS
Dye: Loam Brown
Obtained: Crafted (LTW Lvl. 80)

BRACELETS: DEEPSHADOW BRACELET OF CASTING
Obtained: Xylle - The Crystarium
(55 Sack of Nuts)







NieR:Automata

REVIEW

BY SERENAYA CARRIN

Heya readers! So, it's clear that this issue is inspired by the NieR universe and I personally managed to play through the whole of NieR Automata fairly recently. I played through endings A, B, C and then the D/E split. I did it all on-stream and it was great fun, and since then we're now playing NieR Replicant. For this month, having thought over my experience with the game from start to finish, I want to take the time to write a review of sorts explaining my thoughts on every part of it. Am I a game journalist? No, not even in the slightest, so don't expect an IGN-standard view on the matter but I can certainly put my opinion on the table!

MINOR SPOILERS AHEAD. YOU HAVE BEEN WARNED.





NIER AUTOMATA was released in 2017 across all major platforms at the time, and directed by the infamous Yoko Taro. It is...okay, this is going to be hard to describe already I can tell. Let's start from the top.

THE STORY AND THE WORLD

The story is good, but it's vague at first. You play as visually-pleasing humanoid androids on a world that's almost totally bereft of human life. It's been overrun by machines and that's about all you're given for quite some time. Over time you get to piece together what may have been happening, with some huge lore drops toward the end. As a stand-alone game it explains things relatively well through NPC dialogue and the players' deduction, although, if you have no pre-existing knowledge of NieR, some of the big lore drops might not mean that much to you. (If you're a huge lore boffin, I would recommend playing NieR Replicant as well.) However, it makes a lot of sense and it's a very imaginative way of telling the story of what is otherwise quite a common trope—with the whole post-apocalyptic vibe.

The world is varied, featuring the Cityscape, Forest, Desert and Amusement Park to name a few. They all feel different and fleshed out, with multiple sections to each and a reason to go to all of them for side quests, materials and of course to further the main storyline. You revisit them several times and it feels grand in scale, if not a little jarring. Then again, if you're playing games—especially NieR—for realism, you might want to re-evaluate your decision. You barely notice as the playtime extends with each playthrough. I think being able to ignore weirdness like this is actually a good thing, as you're compelled to see more of the game rather than trying to work out why things seem a bit jank.

As mentioned at the start, I played through multiple mandatory endings (including some joke ones, we'll get to that later). The story and lore of the world you play in are made more obvious with Route B as there are extra cutscenes and written intermissions created specifically to explain some of your friends' foes existences, and why you're mowing through hundreds of variably-sized robots. Route A and B are the same from both 2B and 9S' perspectives, before the C route and beyond, then furthers the initial playthrough as A2. Once again, it's vague and not all the pieces are there if you don't really go digging and theorizing, but this kind of story-telling is some of my favorite. Interpretation, emotional investment, and having to think deeply are some of my favorite things in game lore. Dark Souls is another good example, though that is even more cryptic despite a fairly simple baseline for a story. The concept is similar except you're reading lore-bits rather than item descriptions.





THE CHARACTERS

Ah... the dialogue. The musings between an infatuated 9S and 2B—who's desperate to avoid any emotion at all—are charming and adorable, but not overdone. A2 is angry and filled with vengeance, but none of this crosses the line into cringe territory. Other notable characters such as Adam and Eve and Pascal all have distinct, obvious personalities and intentions that are made clear, unlike the rest of the story. It's full of surprises, and whereas it's usually rare for me to genuinely care about a character in a video game, NieR Automata manages to deliver a narrative that is enough to wrench at the hearts of even the strongest. Even boss dialogue is full of enthusiasm and character, and that alongside the lore given through multiple runs creates a relatable experience that enriches the characters and their lives. Sadly, our time with some characters is finite, but it's done in a way that makes sense and is important enough for the story's continuity, despite how hard it can be to say goodbye. I'll say no more or it'll be huge spoiler territory.

Ultimately, I just can't stress enough that playing multiple playthroughs is paramount. In fact, it applies to the later sections of this article too, but by completing ending A and calling it a day, you're doing the game no justice at all. It has a lot to give, but you have to give it the time it deserves. Hell, the developers even included a note after ending A that tells you to keep going!



THE GAMEPLAY

Okay… this is probably the biggest section and the biggest selling point of the game. Bear with me while I go on a tangent for a second. I've played hack-and-slashes in the form of Ninja Gaiden and Bayonetta, platformers like Super Mario, Spyro and Metroid, retro games like Asteroids (I'm not even that old), RPGs like Elder Scrolls, Dark Souls, loot-shooters like Destiny and Borderlands and more. Why is this relevant? Because this game has all of it. I'm not joking. This game takes game genres, crumples it up into a ball like it's paper in an office and throws it in the bin. One minute you're scouring the open-world fighting and farming materials, the next you're doing quests for random people that you've never met, and before you know it you're in side-scrolling sections, "hacking" mini-games where you play a small cursor-like sprite that's killing enemies and playing in a birds-eye view perspective. There's plenty of loot, plenty of builds and options, you can go fishing for various bonuses and take the broken world at your leisure. This game has it all, and I've never experienced a game that's been able to hold my attention so easily with an ever-changing narrative and gameplay-style across all the major protagonists that you play. You can change your build at the drop of a hat—or rather a visit to an NPC. You're never locked into one build which many other games don't do. The latter isn't necessarily bad, but having more freedom is certainly refreshing.

The B playthrough especially does feel a bit lackluster—due to it being a repeat of the A-route but through 9S's perspective, who's less capable when it comes to physical combat. However, his hacking power is very overpowered; once you get over the feeling of the pace being broken, you end up wishing you could do it again after it's gone. This likely differs due to personal preference, however. I can see why it's enjoyable but it can be a little frustrating at times, given that I'm a player that enjoys putting a lot into





character progression and reaping the rewards. It might've been nice to see some kind of upgrades in regards to the mini-games themselves but, it's not really complex enough to warrant it.

The bosses however are the weakest part for me. The Eve fight felt very bloated in length. It's epic in scale, but with an unclear arena boundary and the later phases feeling like a bit of a waste of time, it didn't hit the spot for me. Hegels is another fight that felt like it was designed to be a pain rather than having any real strategy (other than hoping you don't get ruined by its design). This isn't always the case, as the Amusement Parks boss was very cool despite being rather creepy, but overall it's a very hit-and-miss situation. A lot of things are a bit cheesable if you have enough time with the pod's standard machine-gun-laser, and of course this does the game no justice but it is possible to just… fire away from a distance. However, this is a discussion of balance, as making the pod weaker would make it worthless, but stopping it from working more often than the game already does, would be a little annoying. Make use of all your utilities! It feels better that way.

Finally, the endings. There's 26 in total and you only complete 5 by playing from start to finish. The rest are jokes in different ways. One includes taking out your OS chip, which I'm calling out on its own: it's worth noting that part of your character customization includes being able to uninstall part of your UI to make room for other bonuses if you wish. It's a touch you never see anywhere else, and it's crazy how such small details can really set apart a game from so many others. It's daring and risky, because there's always people that will mess it up and complain, but it's clearly done with love and attention to give people as much freedom as they want. Other notable endings include: eating a fish for a side quest and dying, and deserting the story by going the wrong way by accident—which is accompanied by a short written cutscene that explains what you've just done. It's hilarious, until you have to do the irritating section again that came right before it. Overall though, it's once again just design details and side-bits that add to the games experience that I think many other titles would be scared of doing. Just make sure you save. Often.

Oh…right. The music. I suppose this is the best section to talk about it under. Well, I don't have many words for it other than: it's incredible from start to finish. It fits, it evokes emotion when nothing is even happening and when the going gets tough, you feel like there's an epic soundtrack holding you up. The game is somewhat hard, after all. Even on normal difficulty.



THE PERFORMANCE

Alright, I suppose this is where any complaints really come to fruition. Please, Square Enix. Look, I'm no developer but I'm pretty sure after 4 years, it shouldn't still be up to your dedicated and passionate community to fix your game. I played the Steam PC port, which suffered performance issues in places with frame drops, annoying problems with controller support and cursors remaining on your screen. This also included problems with encoding on OBS in certain places, because the game can't use your resources properly. I didn't have it as rough as others who talk of constant crashing and even save corruption (the non-intended kind), so I think I got lucky, but this is more a commentary against companies that don't port games properly and then don't patch them either. The FAR mod was a saviour and probably saved me from many common issues. Funnily enough, this is only the Steam version and the Microsoft Store version is fine. Go figure. After 4 years and generational leaps in technology, these kinds of issues should be a thing of the past or at least should be paid attention to and patched out should they arise. That said, that's been an increasingly obvious trend over the last decade so my musings are ultimately pointless.

That said, the game looks beautiful and its art-style is very fitting. It holds up well and I'd wager it'll age well too, given how much detail is included where necessary. Sadly, texture pop-ins are quite common on the Steam version of the game too, but again, this is just a bad port problem rather than the fault of the game itself.



CONCLUSION

Overall, NieR scratches every kind of itch. Its mish-mash of genres, visuals, charm, flare and lack of fear when it comes to pushing boundaries, makes it an absolute must-play. I can't believe it had taken me this long to pick it up despite friends telling me repeatedly how good it was. From opening setpieces to end credits, it's a ride that really sat with me in a positive way. It's a refreshing change to what is otherwise a pretty grim climate when it comes to newer game titles. The experience is on its own level, and having played some of NieR Replicant, you can truly see how they connect. Square Enix worked to refine the concepts introduced to create an adventure that lets you play your way, but if it's not good enough, you'll die or be accused of desertion. It's a great balance and I can only recommend it to anyone and everyone. Just try not to get caught doing the achievements related to 2B's upskirt camera angle!

Thanks for reading. ♥

EORZEA COLLECTION'S FINEST

PRESENTING THE WINNERS
FOR THE MONTH OF APRIL



See more stunning glamours at
FFXIV.EORZEACOLLECTION.COM







FIRST PLACE WINNER

ERZULIE ONE

<OMEGA>









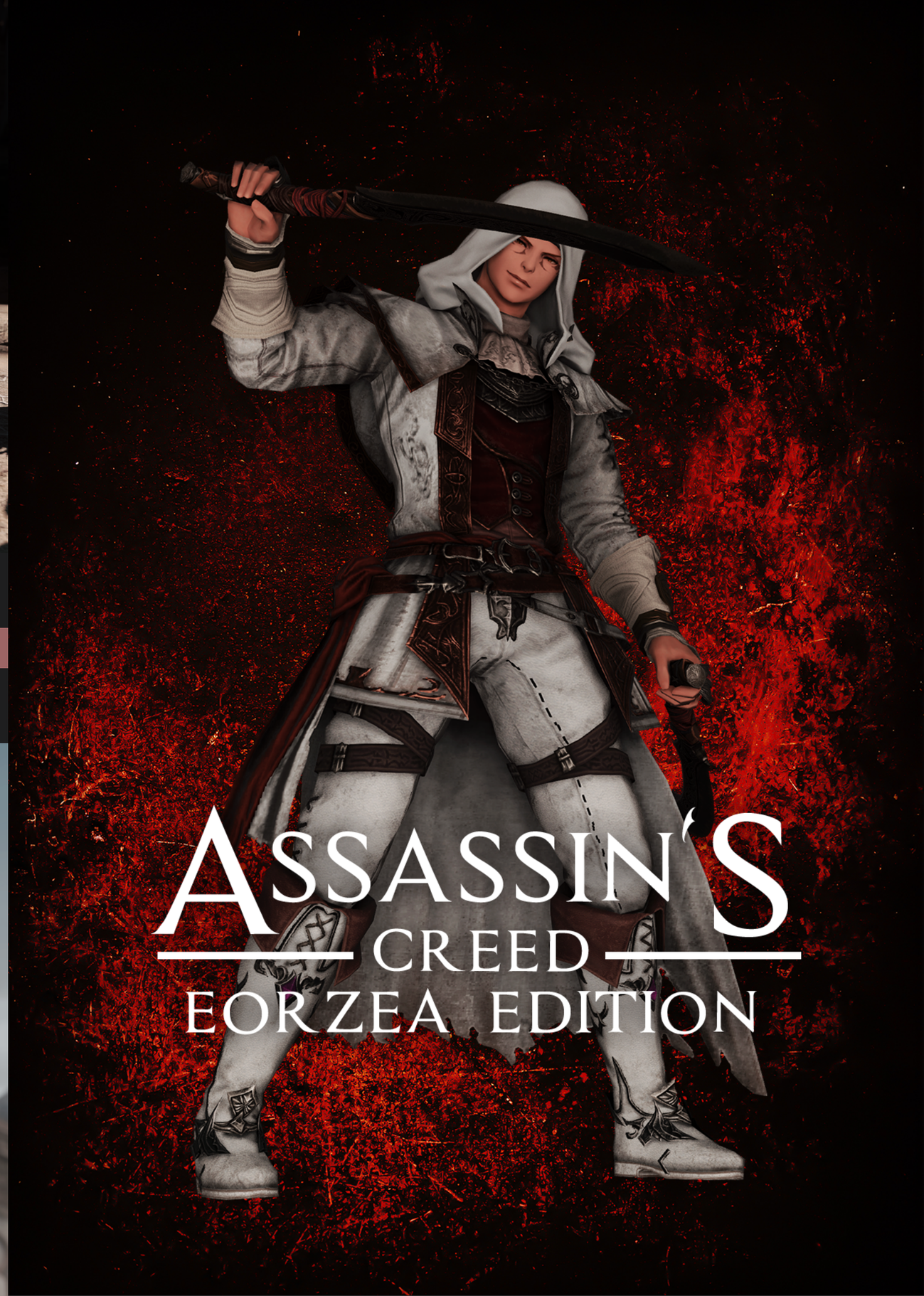


SECOND PLACE WINNER

KING RESH

<ODIN>











THIRD PLACE WINNER

MIYO MEYI

<PHOENIX>





Inflorescence

LEEJA'S HOUSING CORNER

featuring Milla Karalis' Free Company Room on Leviathan

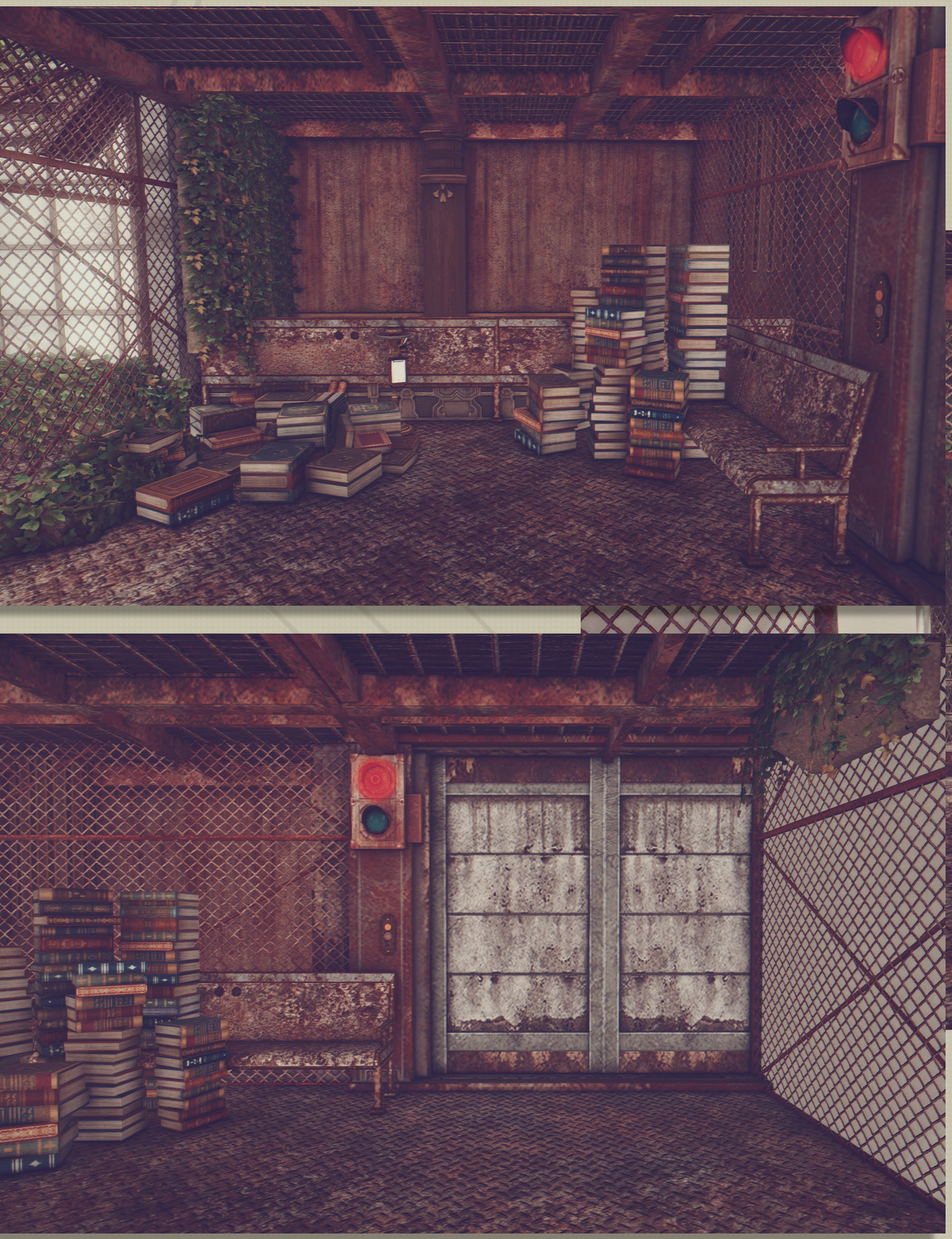


gposers



Hello and welcome, fellow housing enthusiasts, to another edition of Leeja's Housing Corner! Today we're visiting **Leviathan's own Milla Karalis' free company room**. As we all know from previous adventures, Free company rooms may be small, but they can still blow us away with a great design. Let's jump right in, shall we?

gposers



Stepping into Milla's room feels like being transported into another world. Our immediate surroundings are run down, desolate and I'm already itching to explore. In the small entrance room, a **Pile of Tomes** lay strewn to the side on the **Factory Flooring**, while a **Stack of Tomes** towers in the corner adjacent to the rust-covered **Factory Bench**.



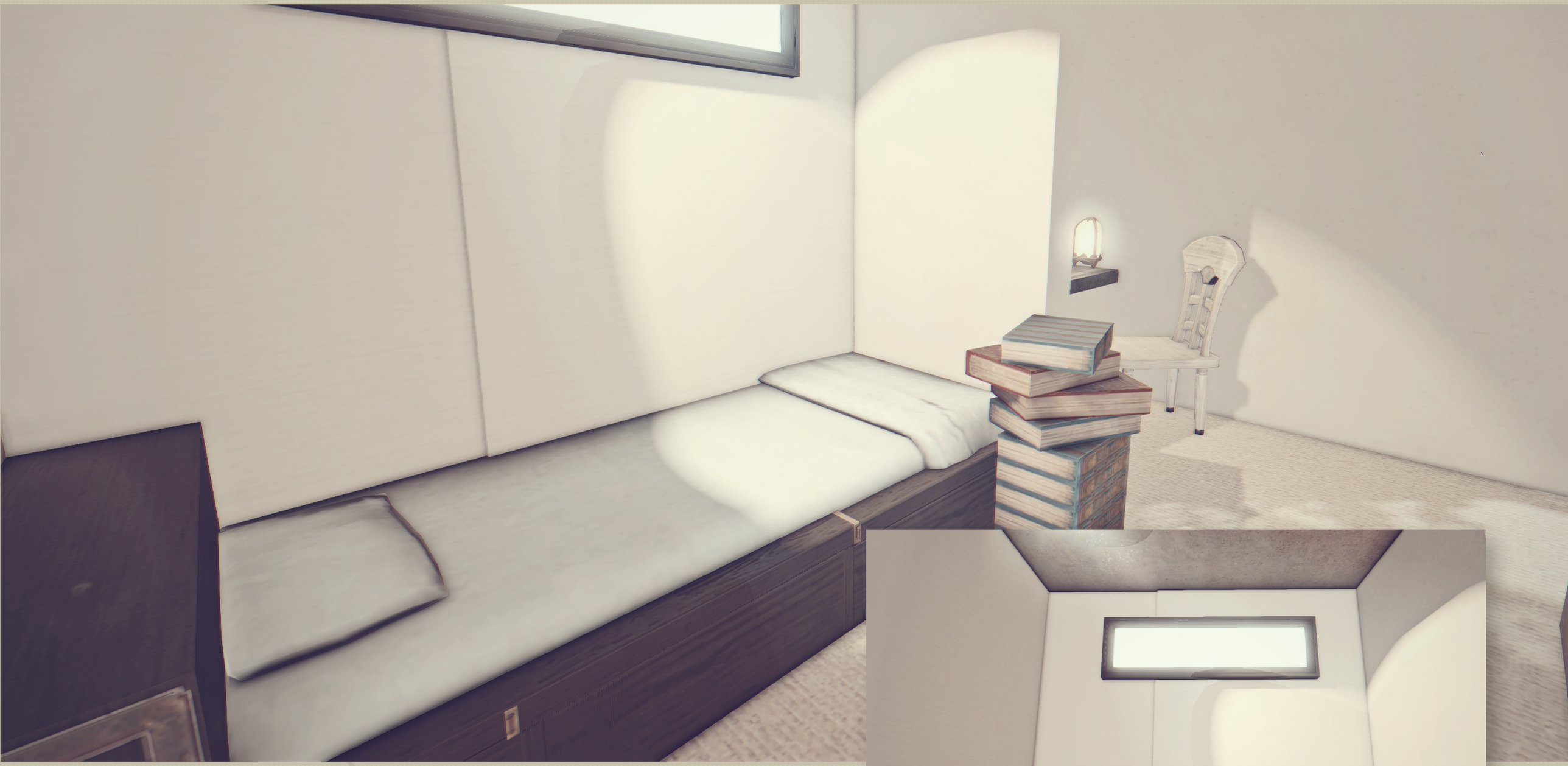
Wall Planters creep from the floor and up the back wall, adding an additional touch of abandonment to the scene. **Factory Partitions** surround all sides, while the ceiling is covered by **Factory Grates**, and our exit barred by the rusted **Factory Automatic Door.**

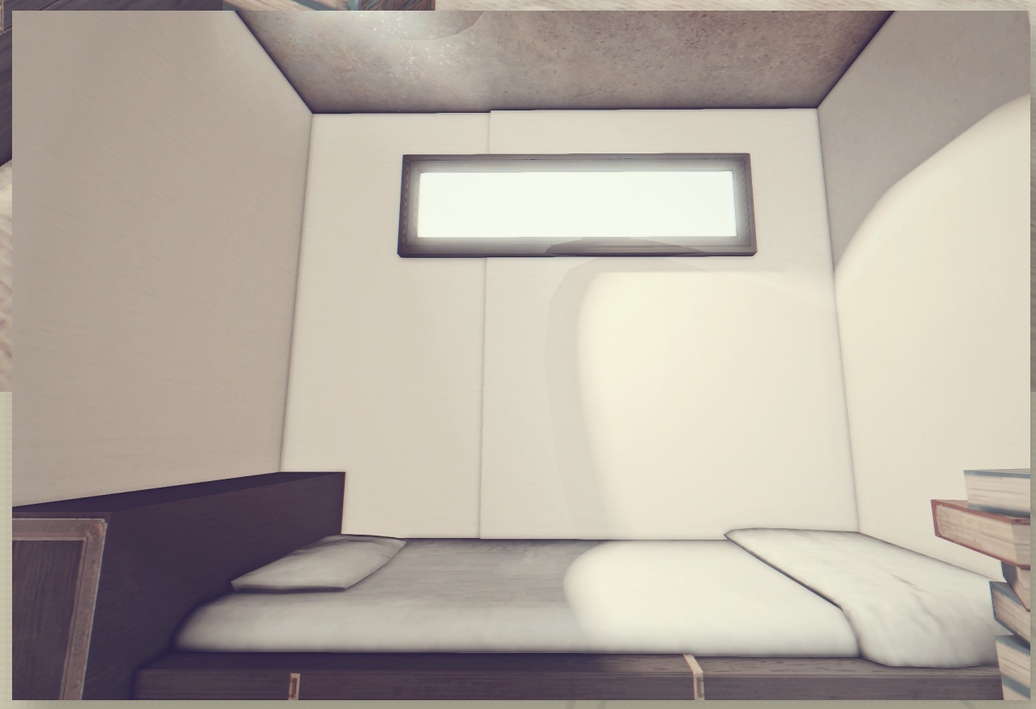
Straight ahead an opening leads to a small, abandoned courtyard. Out here, the greenery from **Verdant Partitions** and **Wall Planters** creeps through the **Factory Partitions** and onto the **Factory Stairs**. **Cracked Arch Windows** complement the courtyard with their eerie glow.

gposers

Heading out of the courtyard into the main room, we see another entrance to the left. Bathed in bright light from the **Imitation Long Window**, this room is completely black and white. The walls, made from **White Rectangular Partitions**, are bare. A **Glade Chair** sits across from a small desk, adorned with nothing, save an **Open Book** and a **Glade Lantern**.

gposers





On the other side of the room is a **Double Feather Bed**, half pushed into the wall to create a single bed with a **Hingan Sideboard** acting as the frame. **The Five Ages** is stacked haphazardly next to the foot of the bed, its blue and red covers clashing with the otherwise neutral room. The room feels lived in, yet abandoned, blending well with the overall design. A fitting end to an extremely immersive experience!

I hope you all enjoyed visiting Milla Karalis' free company room as much as I have! If you are a fan of NieR, I highly recommend stopping by for a visit. Milla can be found in the **Lavender Beds, Ward 15, Plot 11, Room #8 on Leviathan.**

As always, I hope you all had fun accompanying me on another housing adventure! I am forever on the hunt for houses, apartments, cafés, and more to visit. If you or anyone you may know would like to be featured in an upcoming article, give me a shout! You can find me on Lamia or in our Discord. Until next time, happy decorating everyone!

Leeja

WANT TO SEE MORE?

JOIN OUR DISCORD



LEO

ARTIST SHOWCASE
アーティスト・ショーケース



How long have you been creating art?

I first started drawing in high school and continued this ambition in university where I studied Digital Media Design. I continue to draw to this very day.

What do you love to draw the most?

I enjoy drawing different types of characters and especially the player's Warrior of Light. Each player's WoL has their own personality, appearances, and story to tell. I find it fun to bring it to life through my drawings.

What motivates you to draw?

Drawing is a way of showing my passion. When I am interested in a topic, character, or design, it often motivates me to initiate drawing. I also enjoy the process of creating and sharing my artwork. It is really fulfilling to see my simple sketches come to life and to share them with others.



gposers


TOUCH!
TOUCH!
TOUCH!
CHICKEN NUGGET
CHICKEN NUGGET
TAIL CHATR!

Who/What is the inspiration behind your art?

I still remember the first anime that I watched, Digimon Adventure 01. The concept of having your own digimon and traveling to another world was very cool to a younger me. I wanted to start on my own fantastic adventures too and through this, it endued me with a desire to create my own characters and world.

Do you accept commissions?

I am currently accepting commissions for FFXIV characters, for further details please check out my twitter.





gposers

gposers

JUNE BIRTHDAYS

2 **CAHYA ALTAICA**
Omega
Thaliak the Scholar

2 **YUE LIN**
Siren
Nymeia the Spinner

6 **SILVANA NARA**
Zodiark
Oschon the Wanderer

11 **COD MIZUKI**
Faerie
Halone the Fury

13 **KIYOHIME KOBORI**
Brynhildr
Nymeia the Spinner

13 **RYUGA RYUGA**
Goblin
Halone the Fury

15 **LAPIS WERIDPAN**
Odin
Azeyma the Warden

17 **KAIEN KAIFU**
Zodiark
Nymeia the Spinner

19 **SHIRLAI ATOMOS**
Goblin
Menphina the Lover

20 **KAI´RA THETIS**
Coeurl
Llymlaen the Navigator

21 **MESSY FANTASIA**
Lamia
Thaliak the Scholar

21 **SERAPHINA GLACIUS**
Mateus
Menphina the Lover

21 **REINA FARRON**
Typhon
Menphina the Lover

23 **AZERO KANON**
Behemoth
Thaliak the Scholar

24 **AERYS RASKREIA**
Jenova
Nymeia the Spinner

28 **AIN CALLISTO**
Odin
Menphina the Lover

29 **MISCHIEF LUNA**
Cactuar
Thaliak the Scholar

Hidden GEMS

gposers

gposers

The Arms of Mead

THE PEAKS (9.0, 3.6)

The Arms of Mead was built in accordance with the Fist of Rhalgr's belief that those who have sinned might atone for their misdeeds through years of grueling training—seven years of training in fact. That is how long one must train here to earn Rhalgr's forgiveness, no matter the severity of your sins.

gposers

Redbelly Hive

SOUTH SHROUD (22.6, 17.4)

Redbelly Hive, now a stronghold for the Redbelly bandits, was originally a settlement called Boughbury. Only the bravest adventurers have faced the leader of these bandits, Severaint Seven Splinter, and lived to tell the tale.

gposers

Mok Oogl Island

SEA OF CLOUDS (13.0, 8.9, 2.1)

Mok Oogl Island, which translates to “a noise heard on high” in the native tongue of the Vanu Vanu, floats high above the clouds in the shape of a mischief prone moogle. Funnily enough, though the island bears resemblance to one of the well-meaning troublemakers, moogles are never seen on Mok Oogl Island. The island's origin remains clouded in mystery.

Misia's Tomestones of Poetics

Creating an Adventure

By Misia Kitami

gposers

gposers

Let's write a book together,

Starting with you and I.
Every chapter an adventure,
Letting the pages fly by.

Each word written with love,
Trust between the lines.
Our story filled with beauty,
Maybe even a few porcupines.







I can be the star that guides your way,
The navigator that steers your boat.
Maybe the healer you just stowed away,
That carries the love antidote.

There is magic in between the pages,
Where light and love triumphs all.
You can wear the crown my king,
As we meet at a masked ball.



gposers



We can even be commoners,
Out to save the greater good.
Back to back as we fight for our land,
Like every romantic couple should.

Whether we're pirates on the sea,
Or heroes stopping the great divide.
We can be anything or anyone,
Just as long as I am by your side.

So grab your most favorite pen,
And start jotting this all down.
We are going to be authors of our series,
They'll be the best books around.

PRELIMINARY PERSONNEL DATA

JC

DESIGNER | Midgardsormr

Encrypted Message

Hey all! It's your friendly neighborhood Justice Caballer coming at you live from Eorzea—well, not exactly live I guess, considering this is a magazine... Anyway, I've had a casual relationship with Final Fantasy XIV for many years, but this past year I've really hit the pavement with progress within the game and I can safely say I'm hooked now.

I started out as a lancer until I realized tanking was my true passion, and now I'm always in the middle of the duty pileup... well, when I'm not playing Triple Triad...or running errands for that nice NPC...or falling from the top of a Gold Saucer minigame... or weaving a dozen cotton slops in the middle of the Aetheryte plaza...or—you get the picture.

Offline I'm a graphic designer, artist, writer, musician, programmer, and everything in-between. GPOSERS is a big source of inspiration for me, so it's a huge honor to be able to be a part of the project! The fashion and photography everyone manages to put out will always be the coolest thing to me. You guys all rock!

More than that though, I just love when people come together and build something around what they love. Making connections, pushing themselves to create, become better, and share their hard work—that's magic.

Well, that's about it for me. See you all back in Eorzea! And remember: if you see me playing Triple Triad instead of doing Main Story Quests, no you didn't <3.



GPosERs
is recruiting!



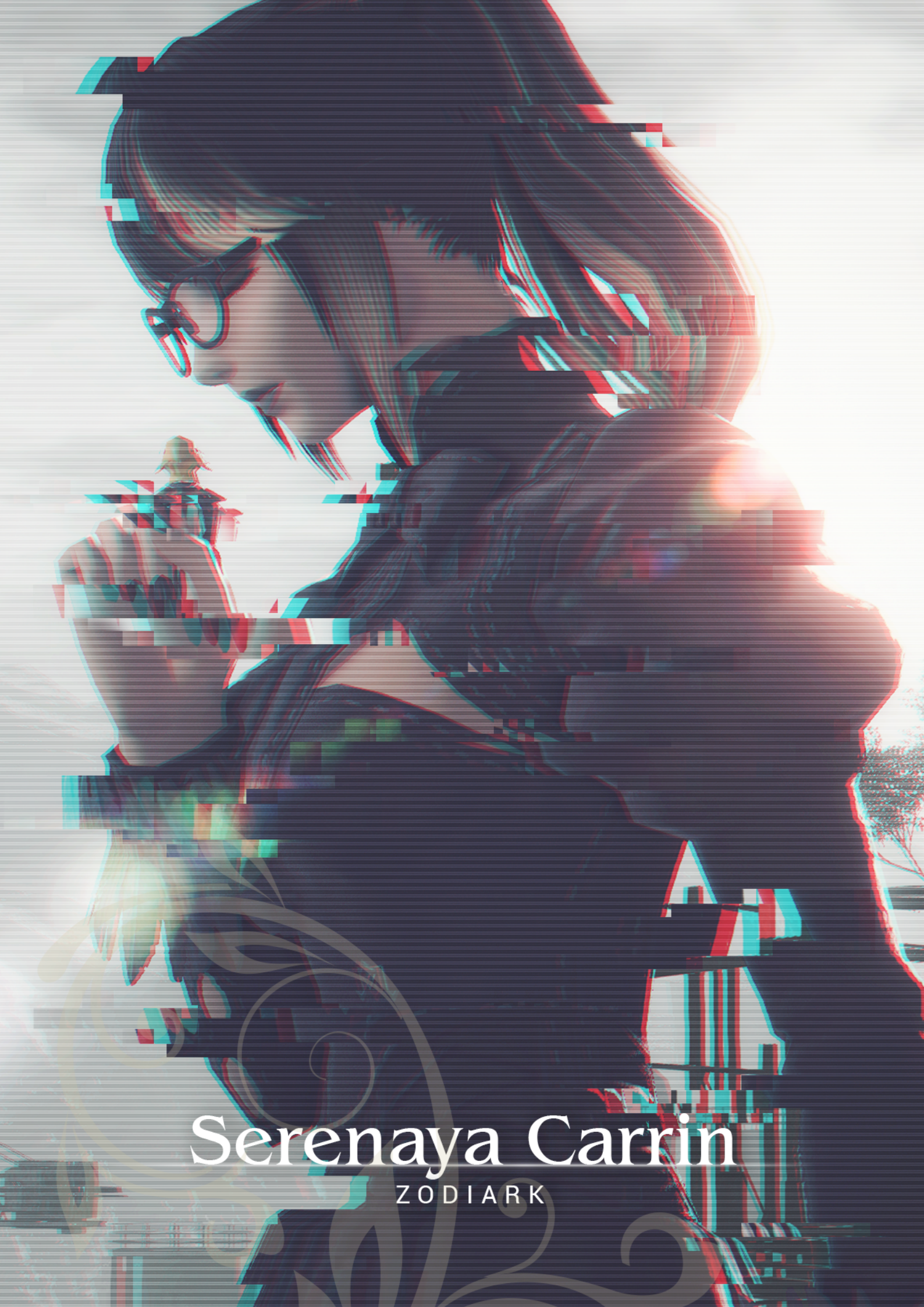


Interested in joining the GPOSERS Staff? Inquire about our available roles and positions at one of our many points of contact and we'll be delighted to have a chat. We look forward to working with you!

WE ARE CURRENTLY RECRUITING:
Designers and Videographers

CONTACT GPOSERS:




Serenaya Carrin
ZODIARK